

FIG. 1

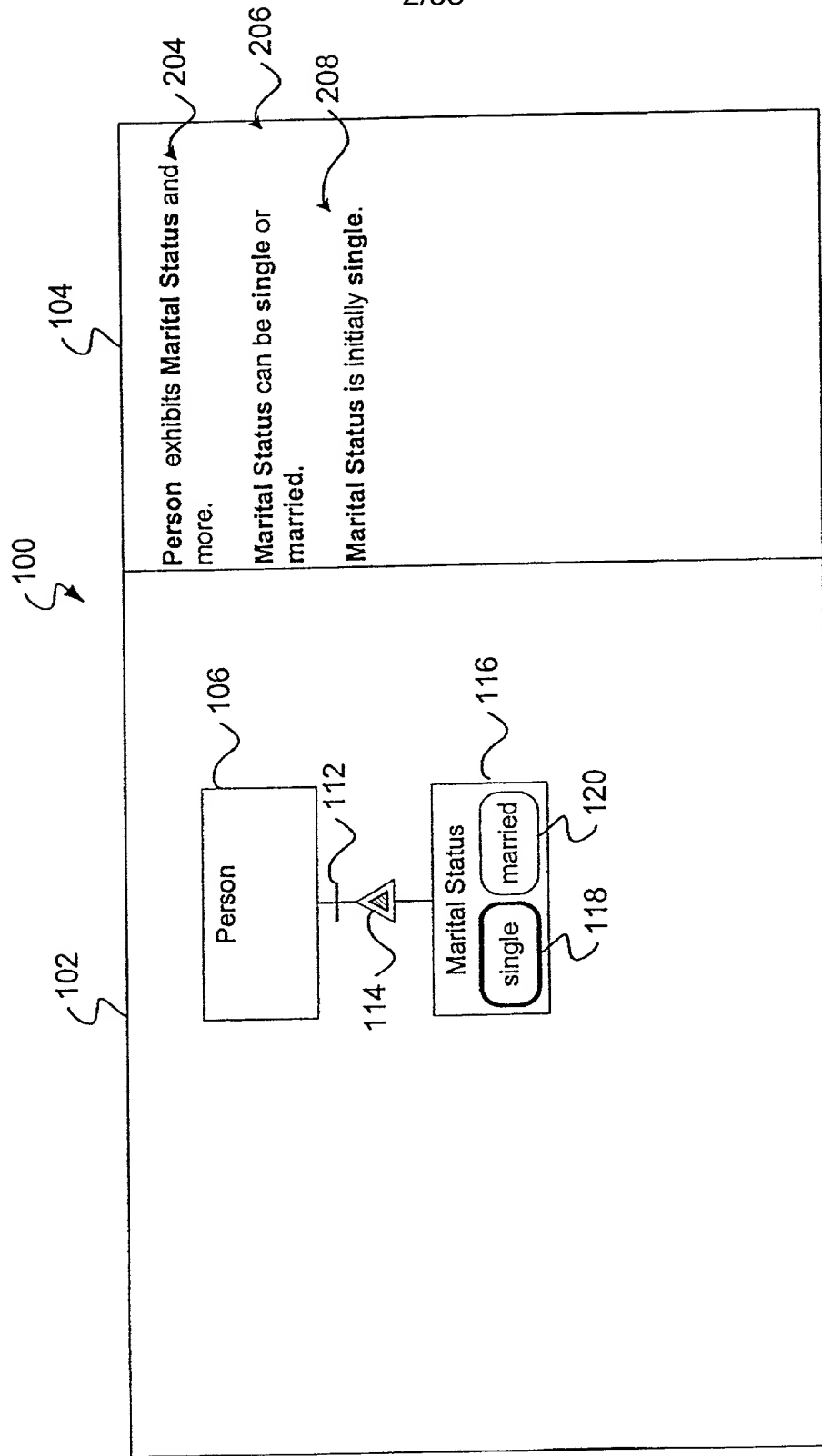


FIG. 2

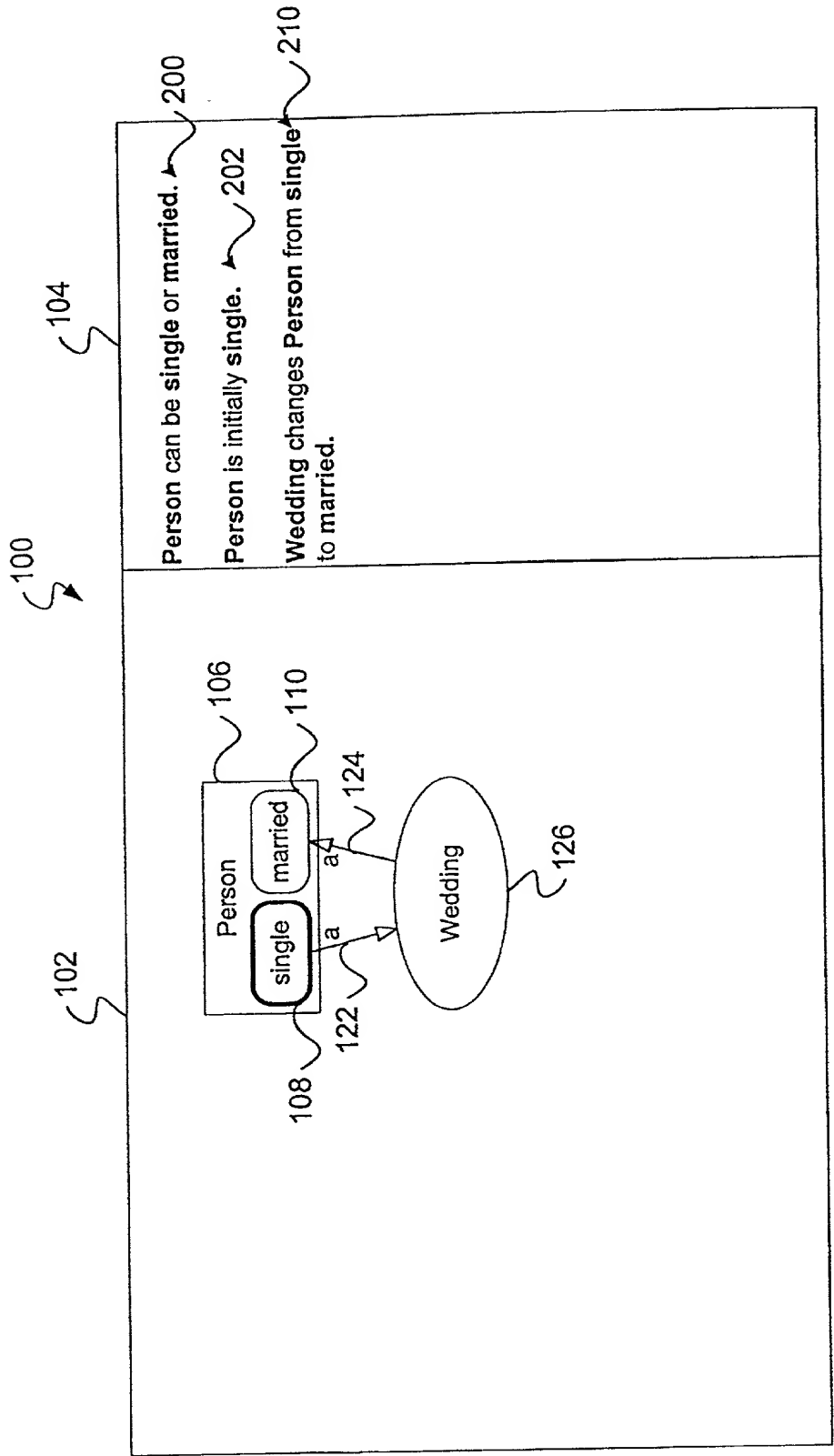


FIG. 3

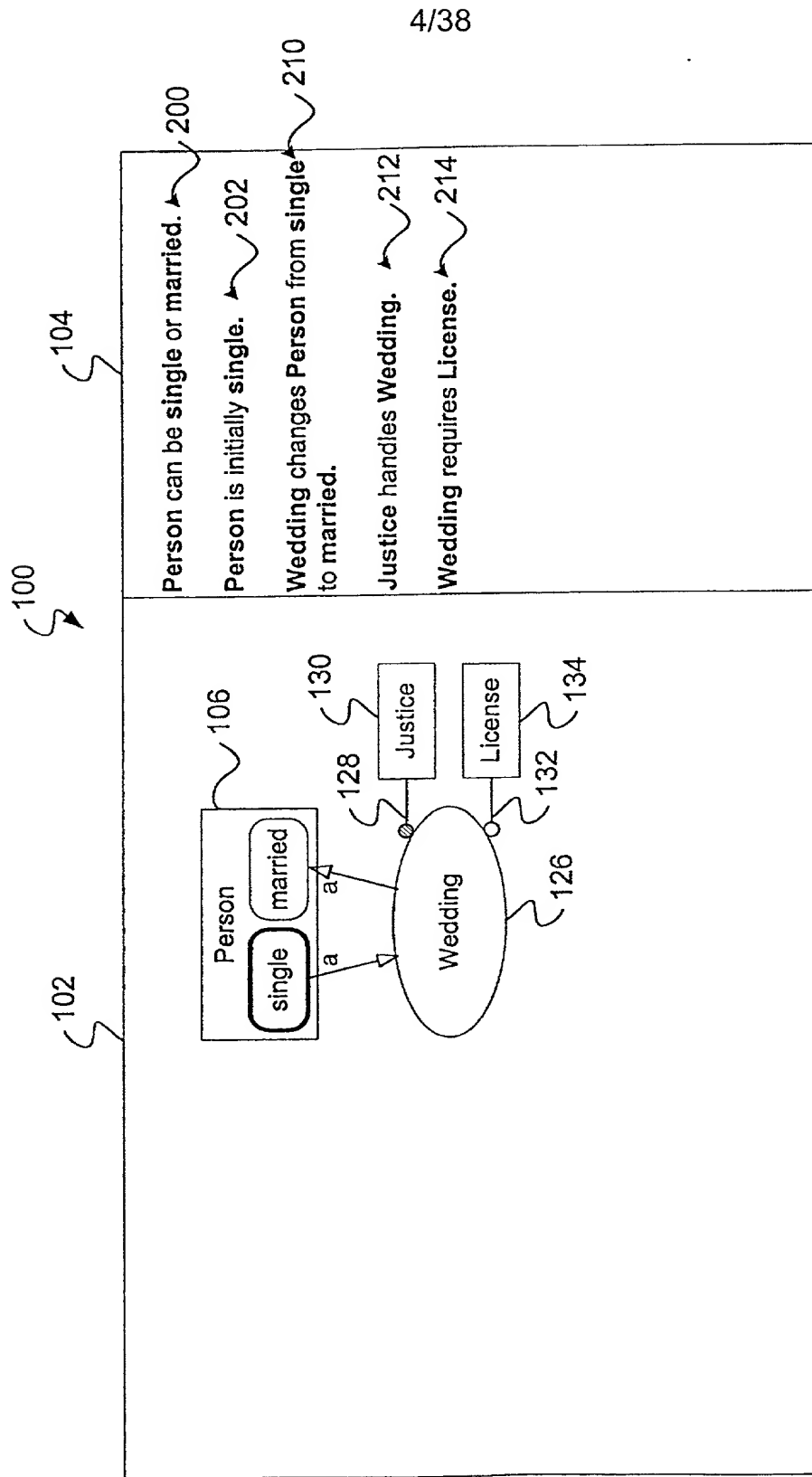


FIG. 4

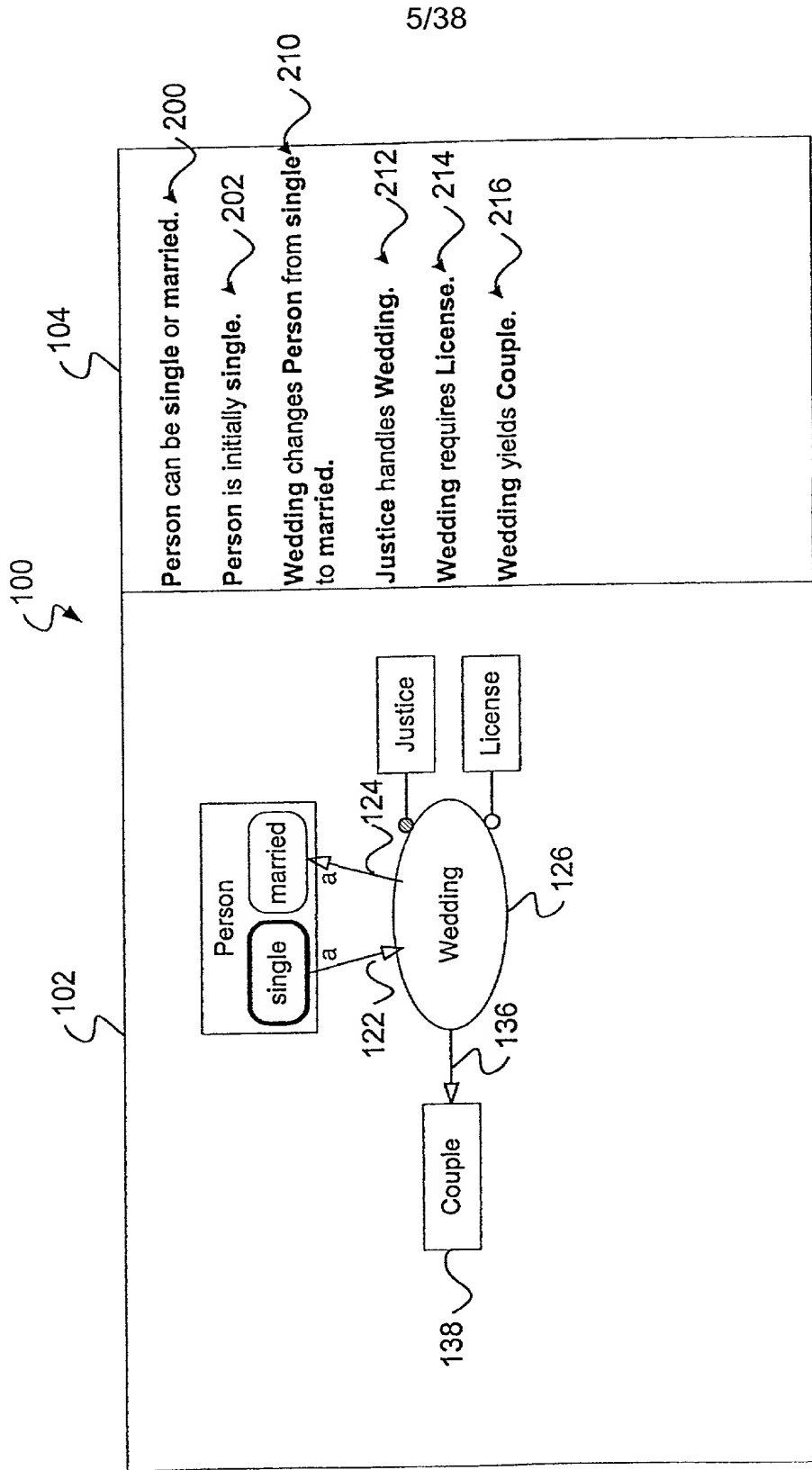


FIG. 5

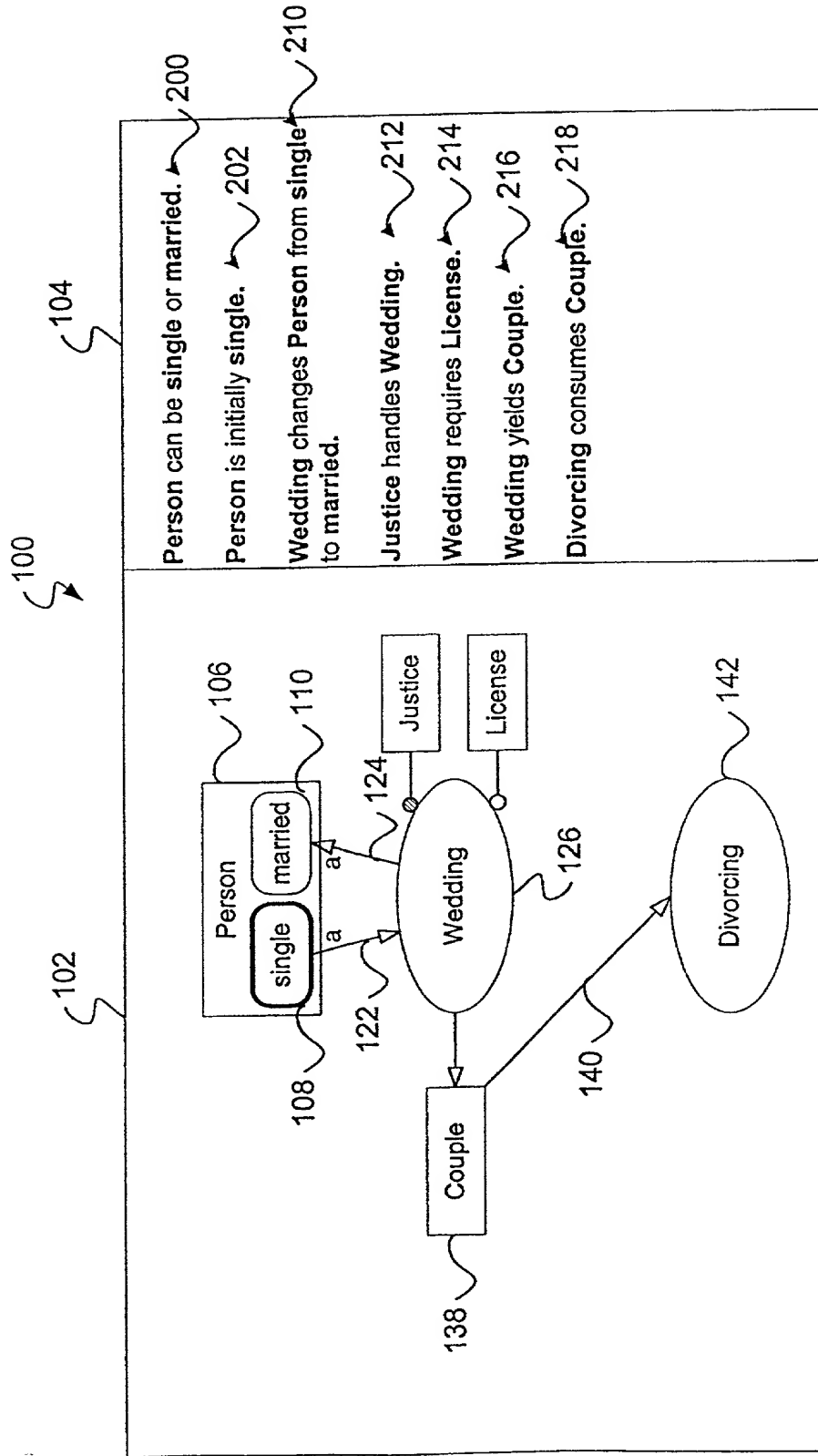


FIG. 6

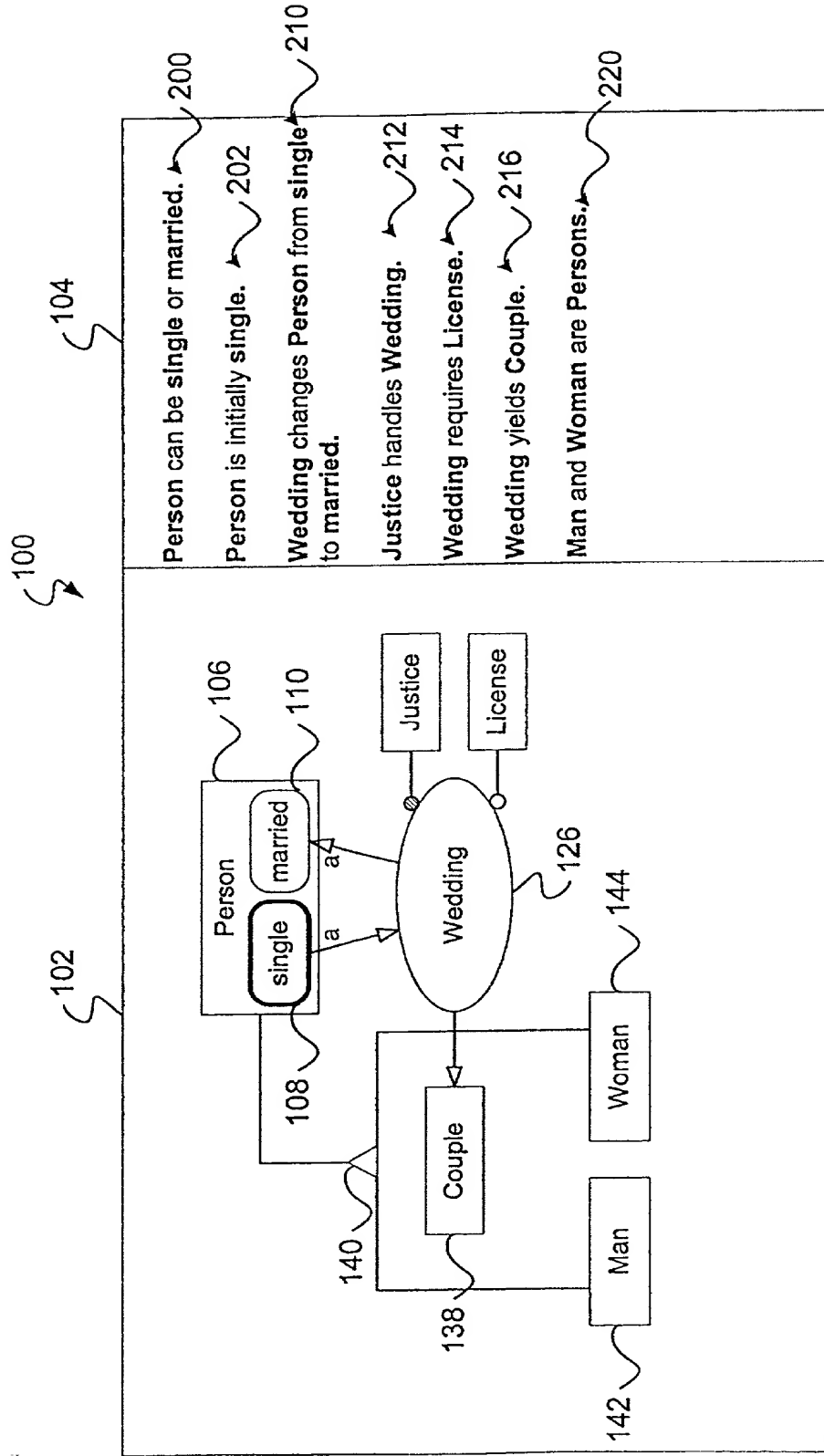


FIG. 7

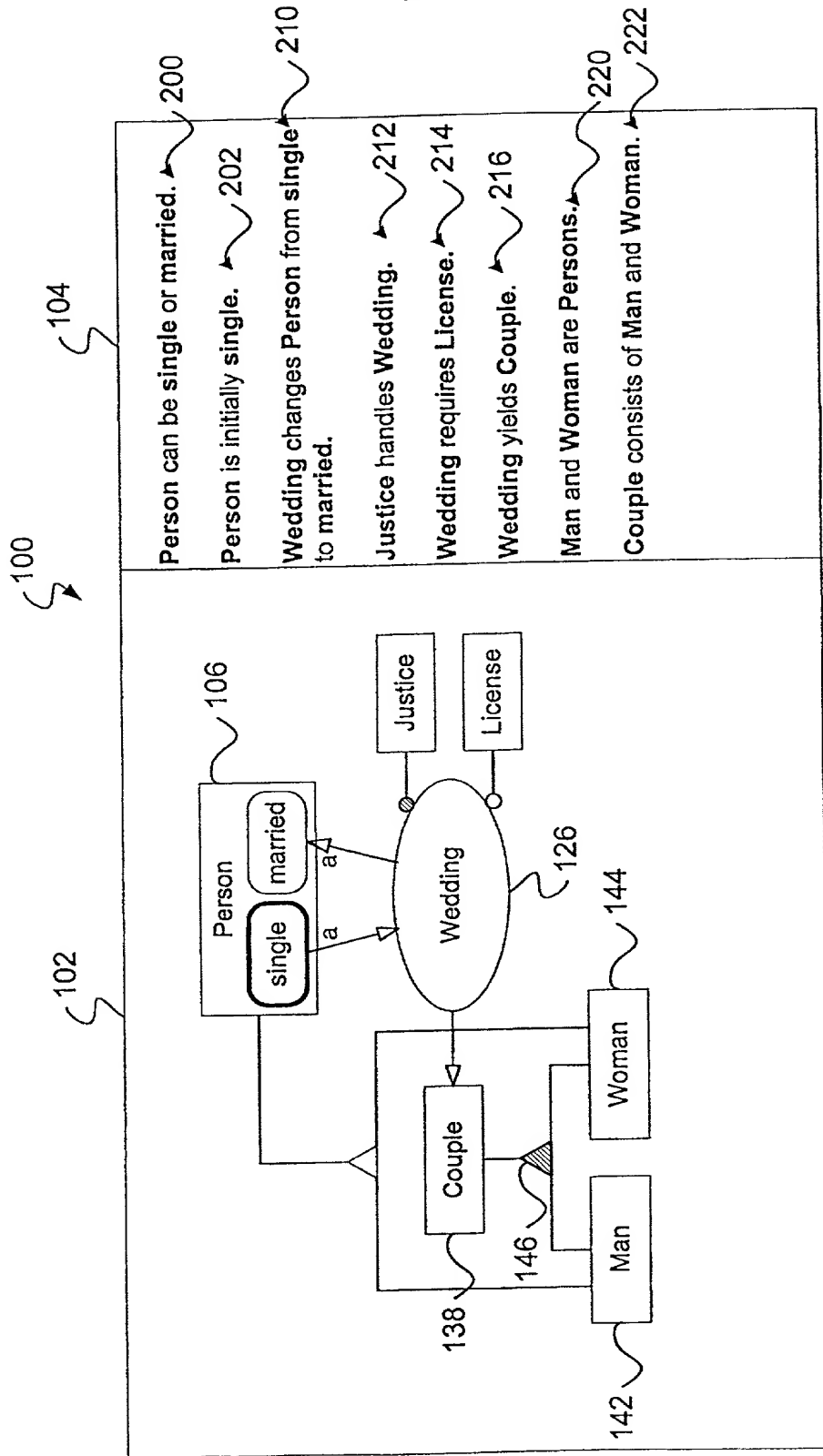


FIG. 8



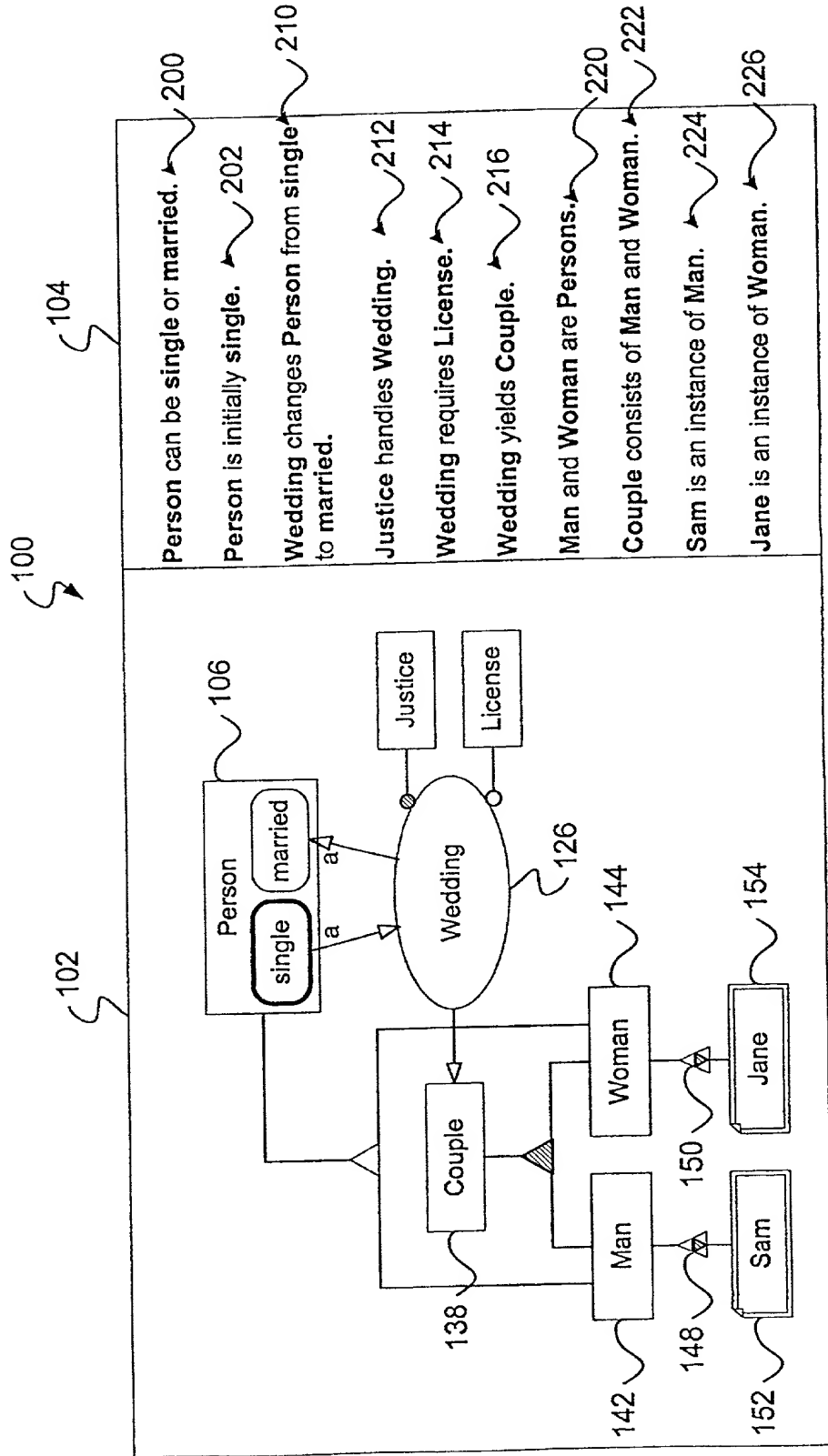


FIG. 9

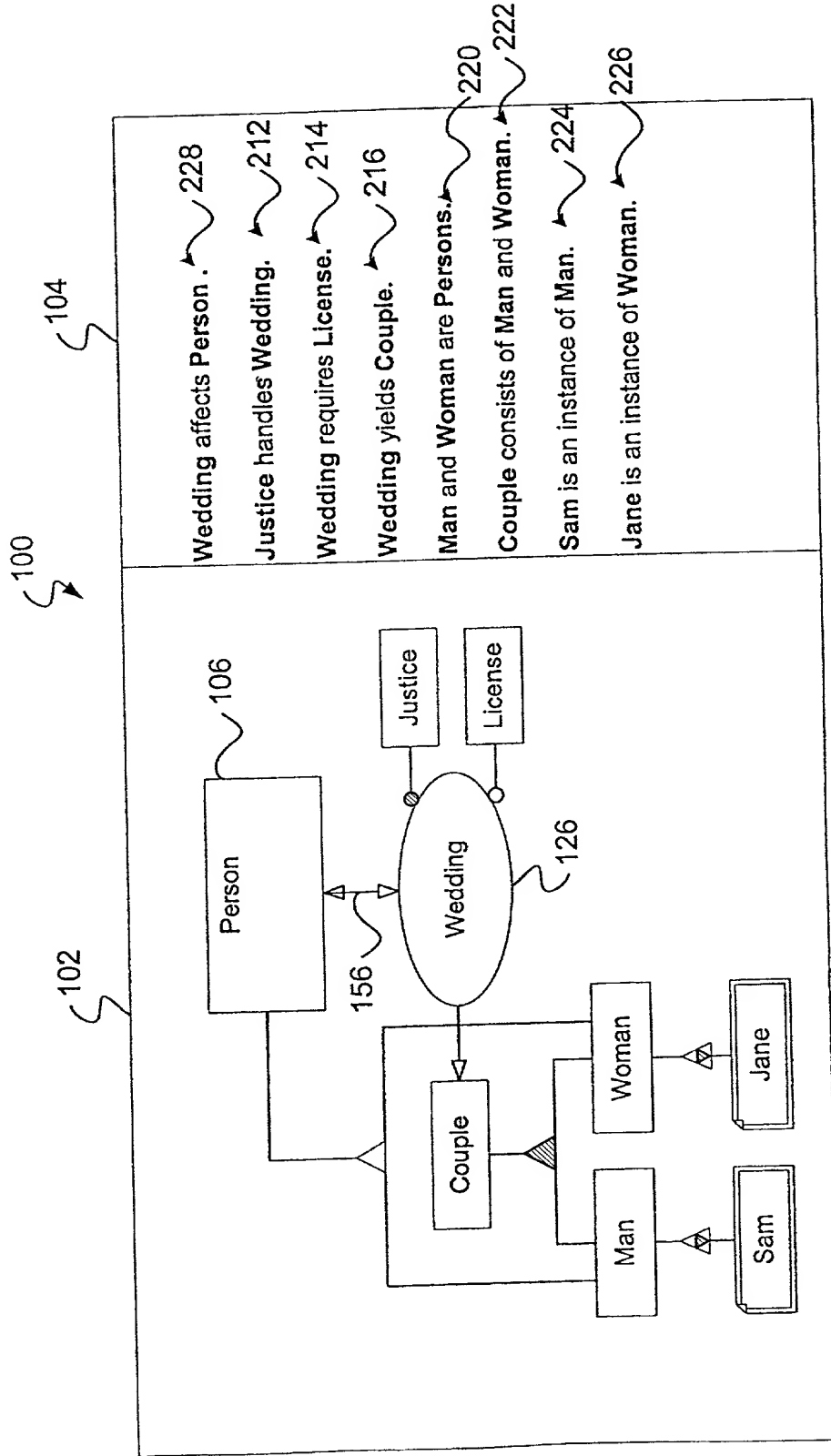


FIG. 10

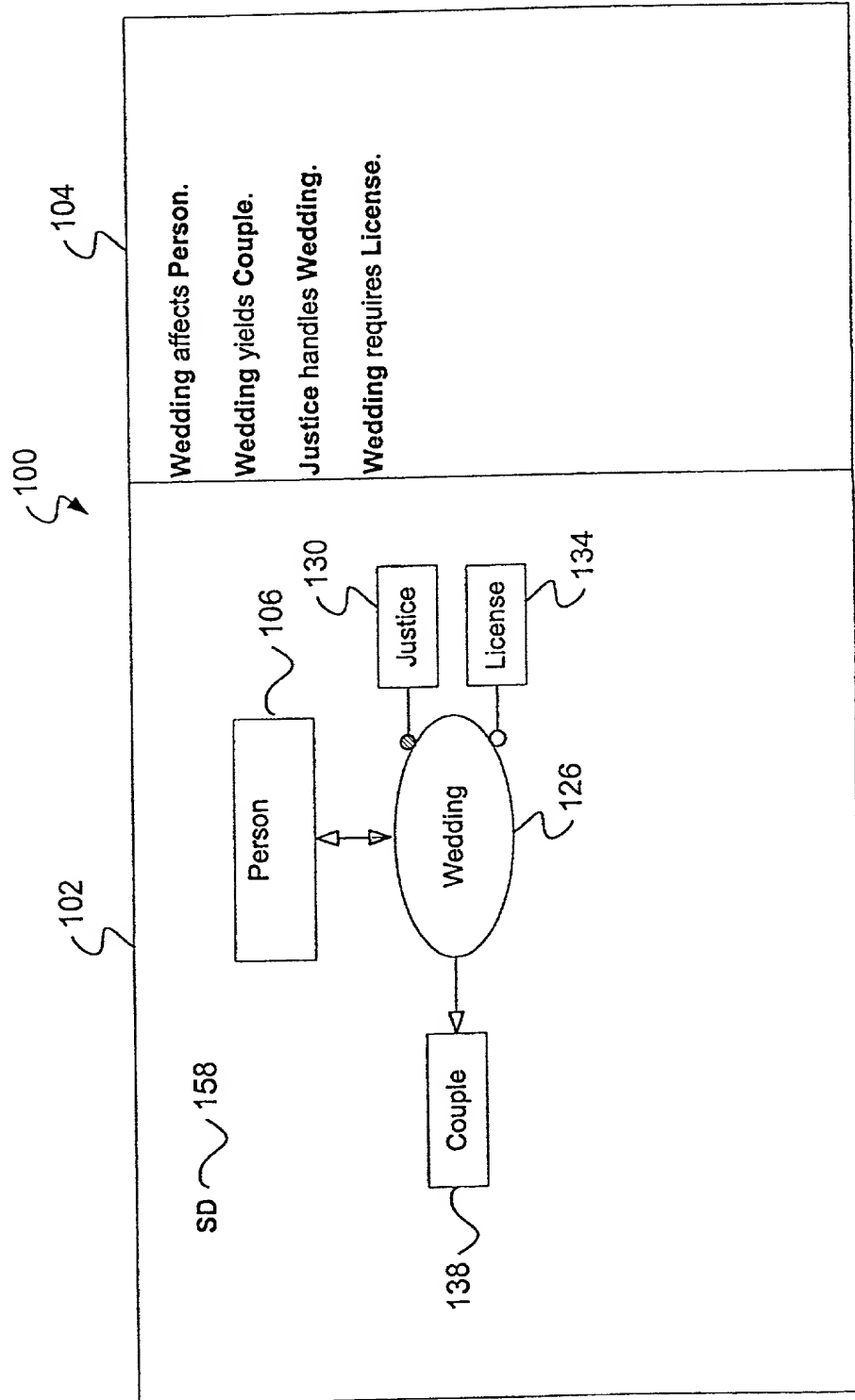
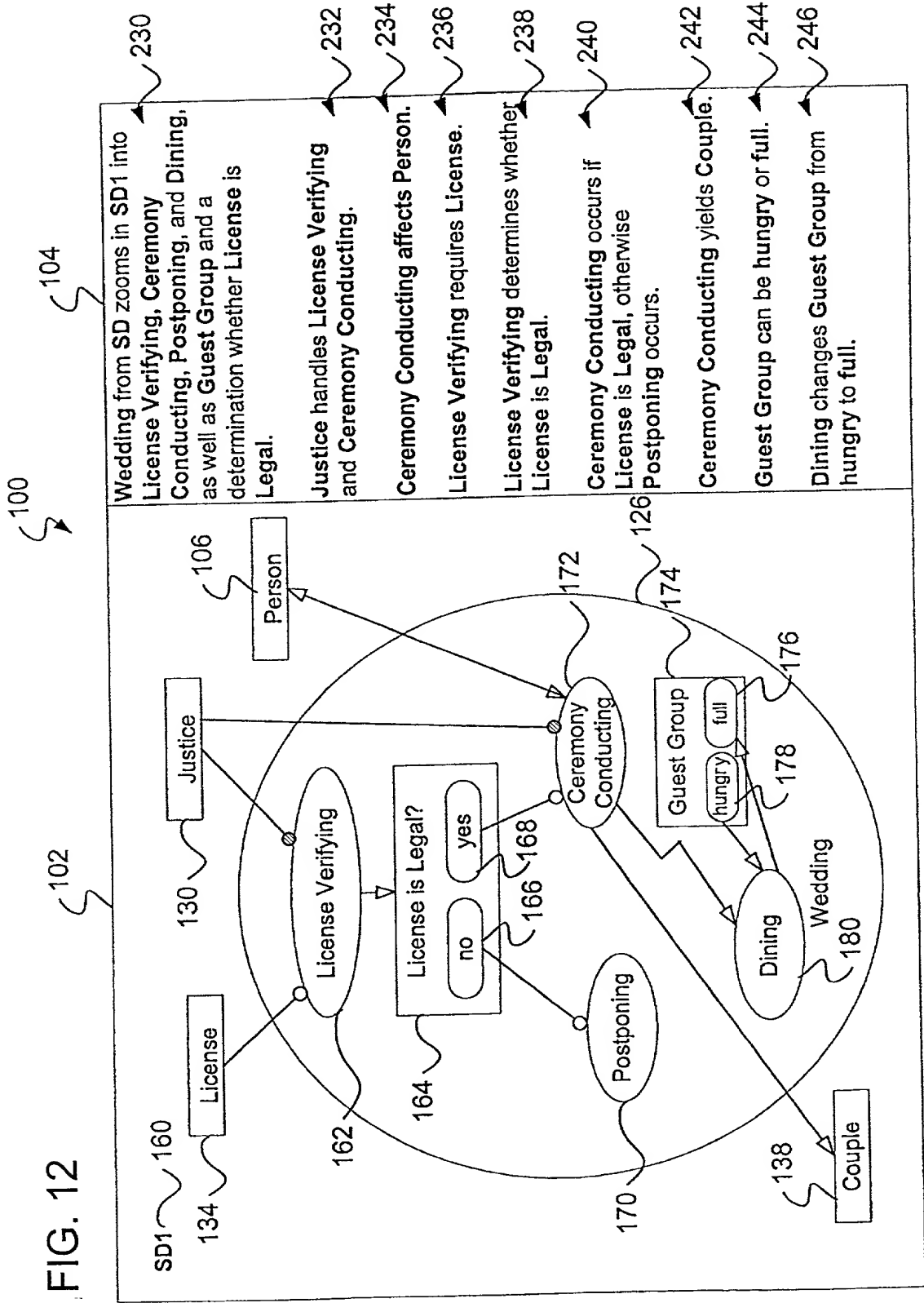


FIG. 11





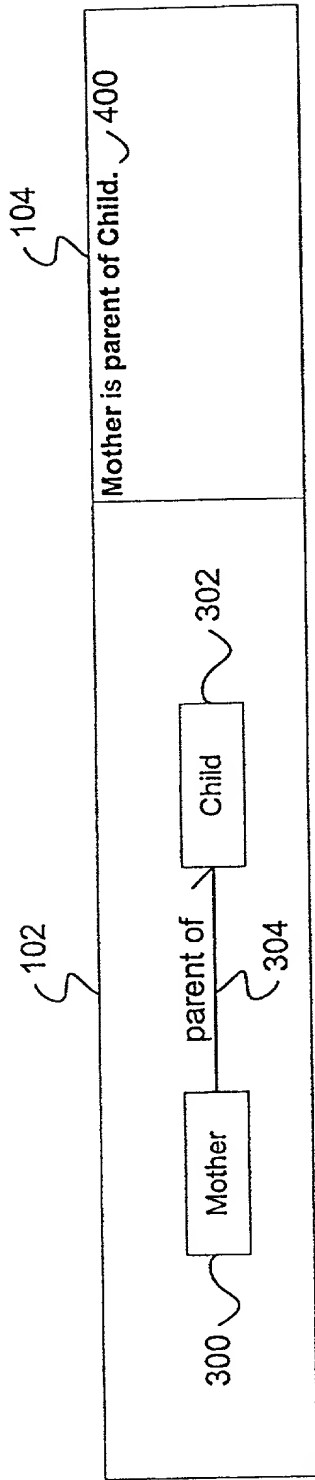


FIG. 14

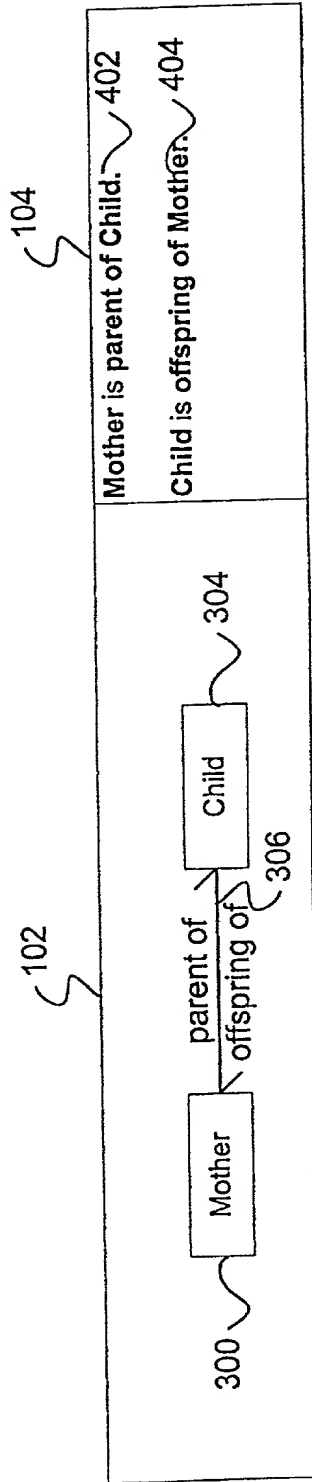


FIG. 15

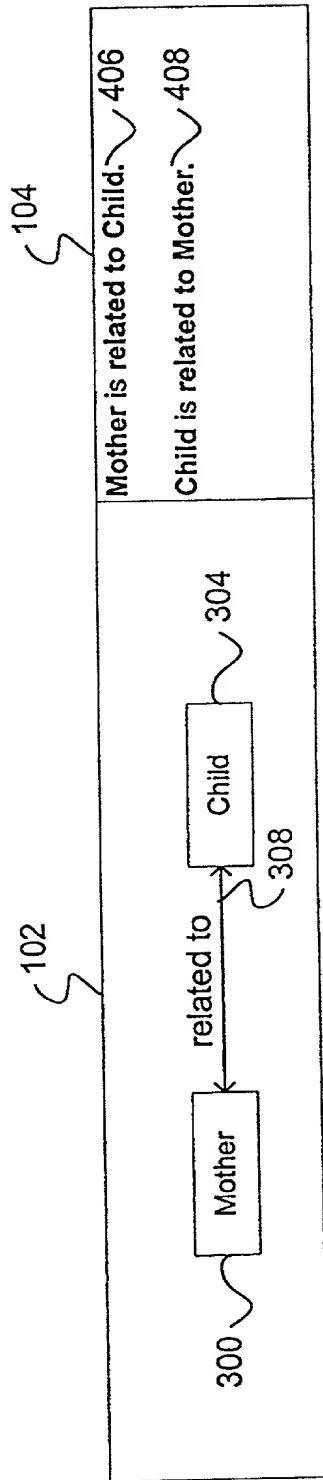


FIG. 16

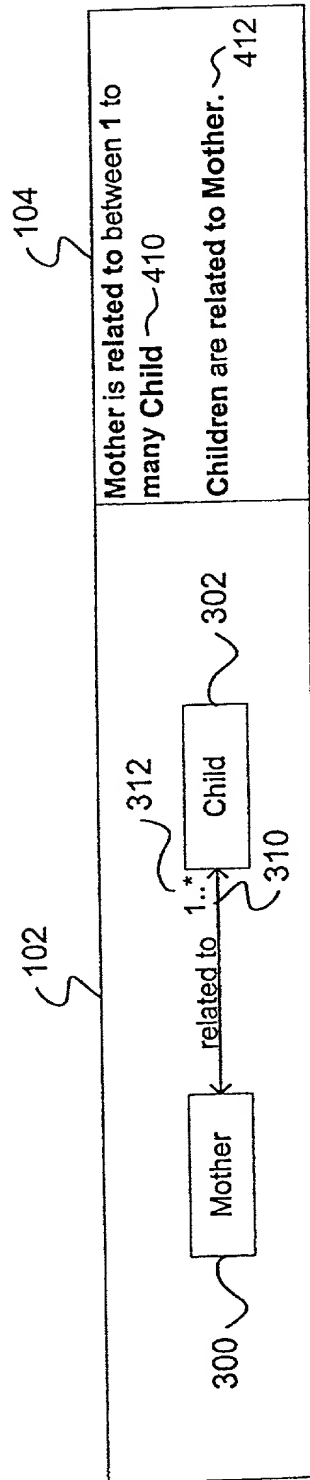


FIG. 17

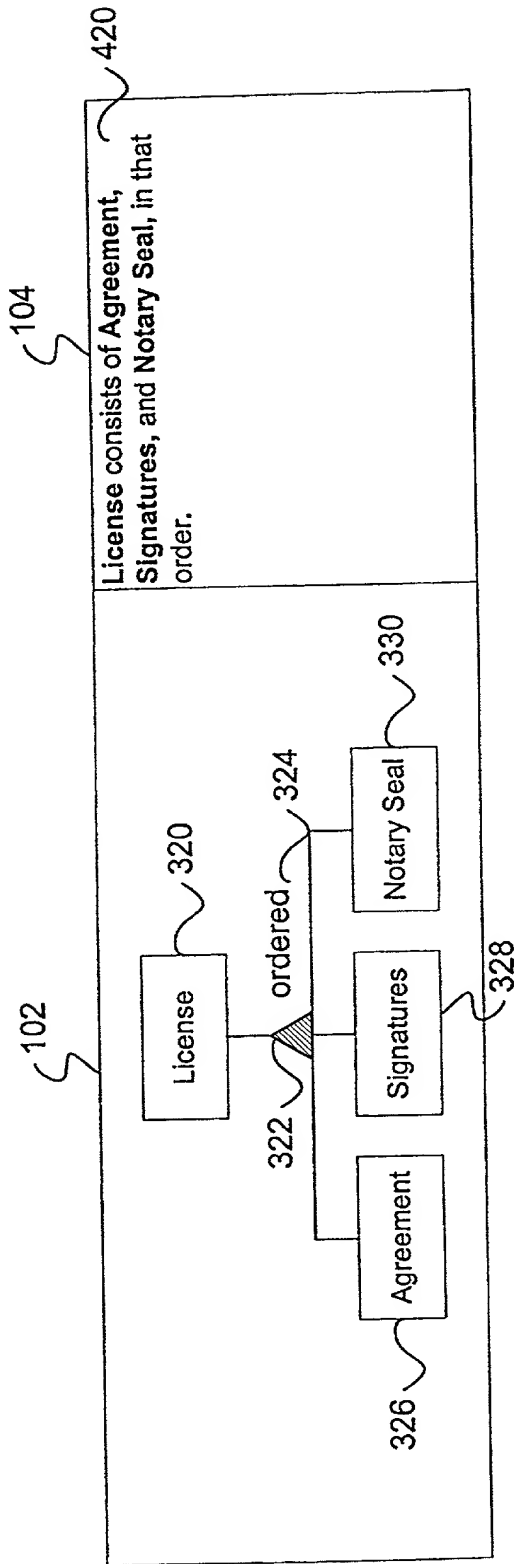


FIG. 18



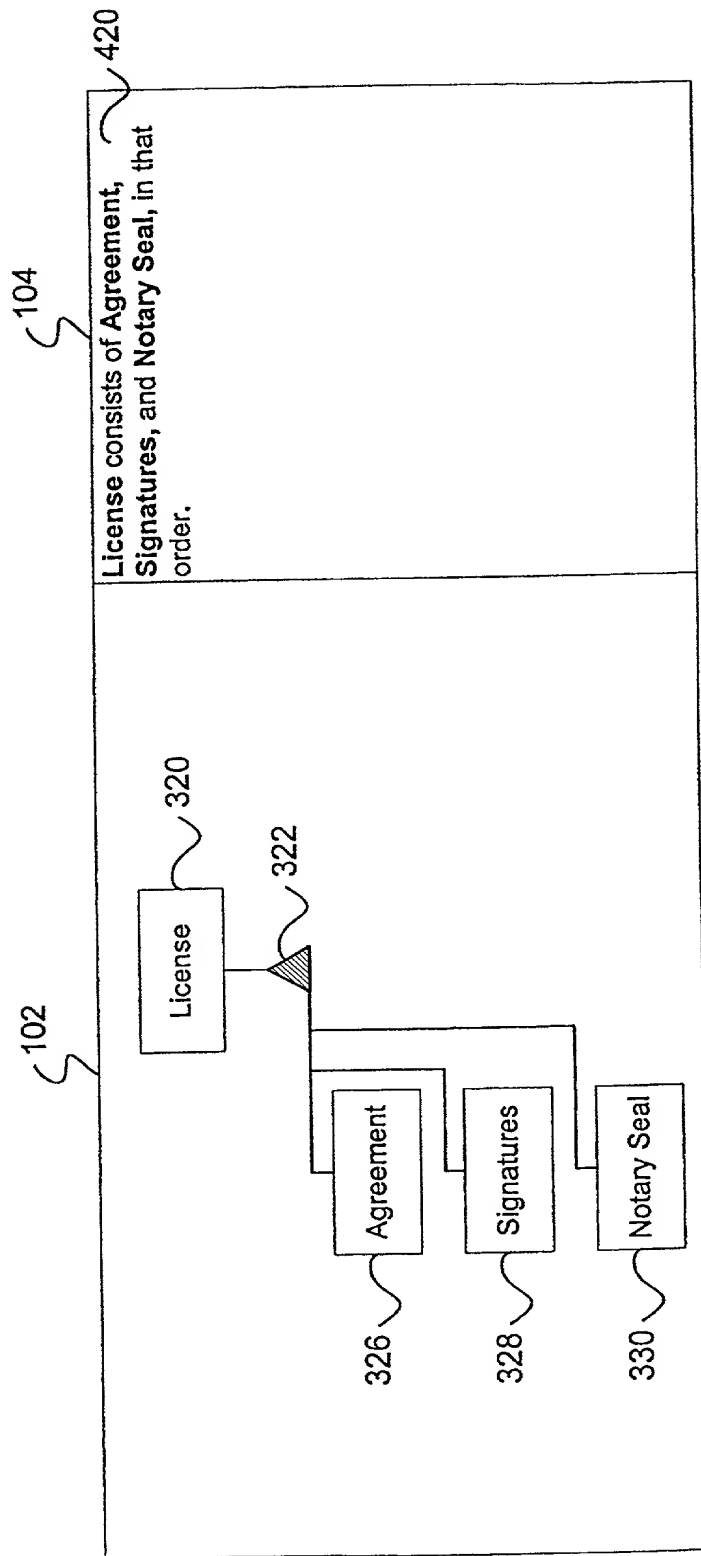


FIG. 19

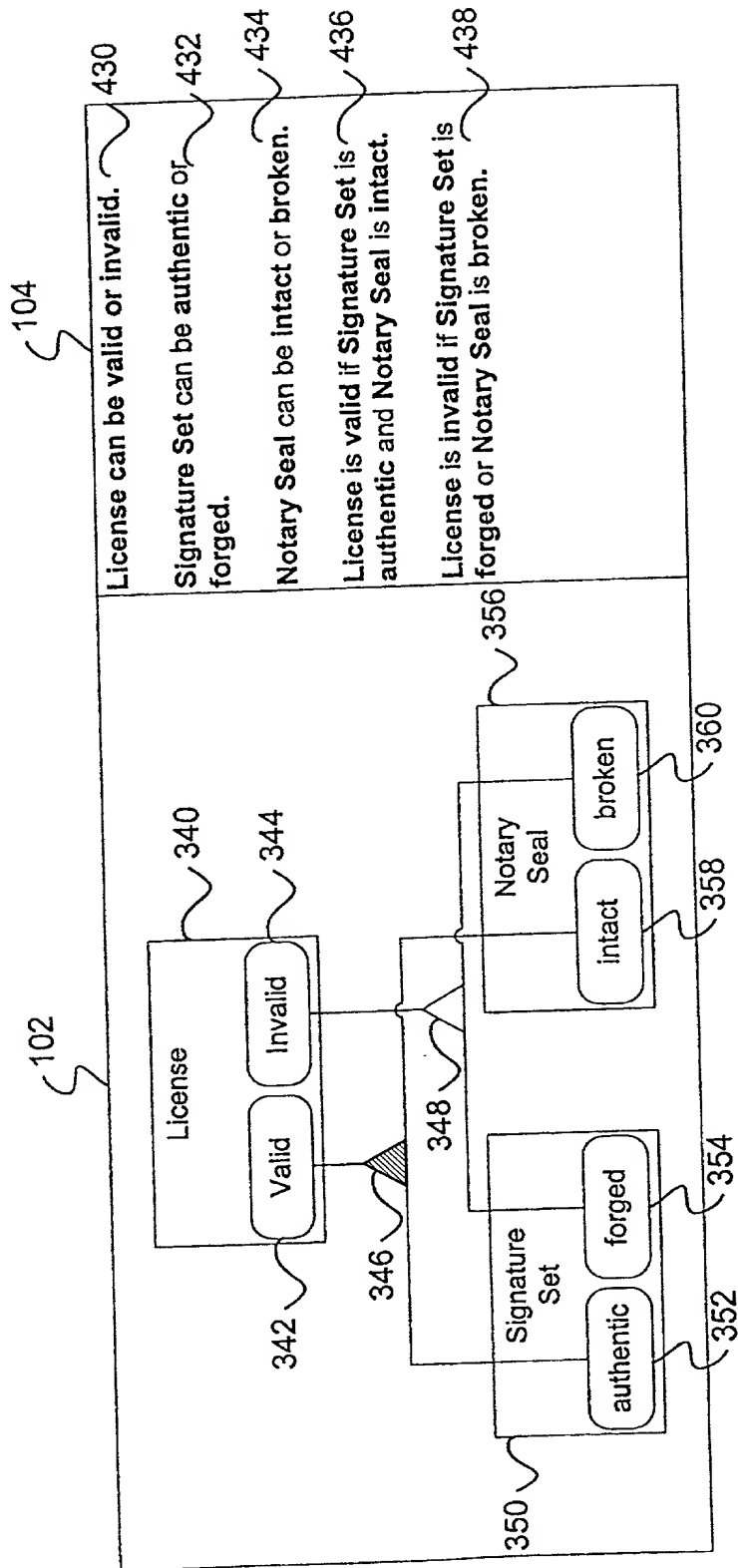
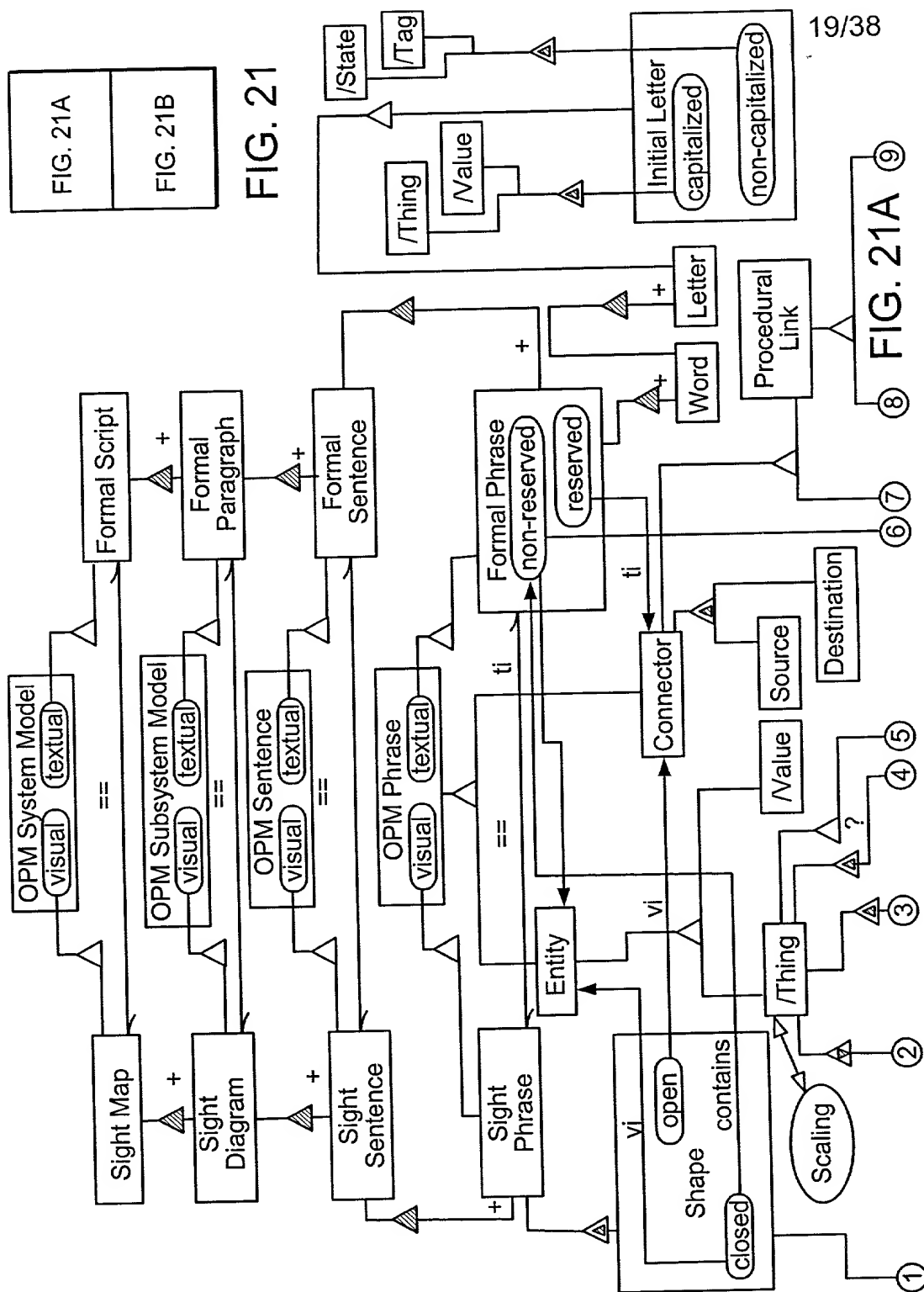


FIG. 20



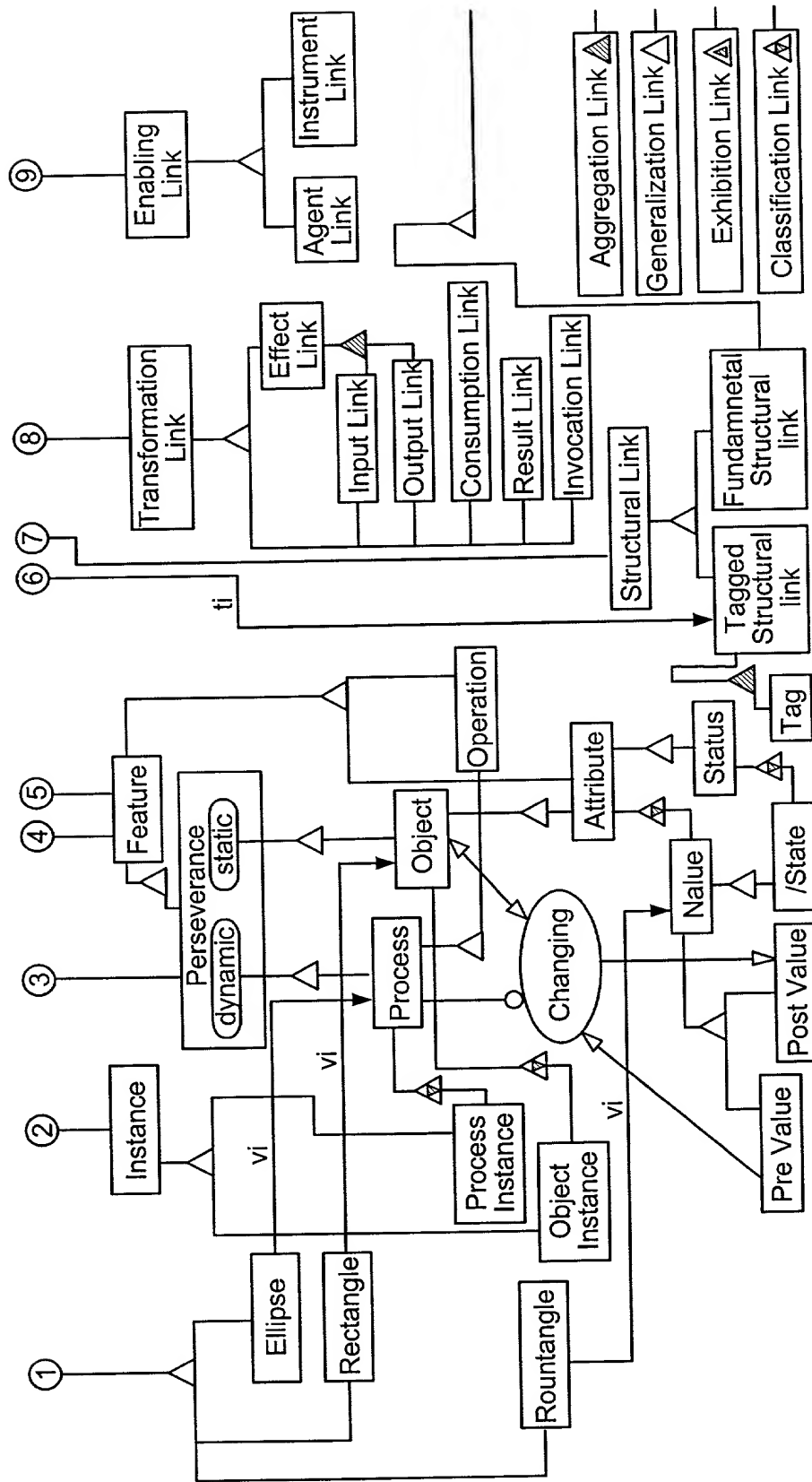


FIG. 21B

OPM System Model can be visual or textual.  
 Sight Map is a visual OPM System Model.  
 Formal Script is a textual OPM System Model.  
 Sight Map and Formal Script are informatically equivalent.  
 Sight Map consists of one or more Sight Diagrams.  
 Formal Script consists of one or more Formal Paragraphs.  
 OPM Subsystem Model can be visual or textual.  
 Sight Diagram is a visual OPM Subsystem Model.  
 Formal Paragraph is a textual OPM Subsystem Model.  
 Sight Diagram and Formal Paragraph are informatically equivalent.  
 Sight Diagram consists of one or more Sight Sentences.  
 Formal Paragraph consists of one or more Formal Sentences.  
 OPM Sentence can be visual or textual.  
 Sight Sentence is a visual OPM Sentence.  
 Formal Sentence is a textual OPM Sentence.  
 Sight Sentence and Formal Sentence are informatically equivalent.  
 Formal Sentence consists of one or more Formal Phrases.  
 Sight Sentence consists of one or more Sight Phrases.  
 OPM Phrase can be visual or textual.  
 Sight Phrase is a visual OPM Phrase.  
 Formal Phrase is a textual OPM Phrase.  
 Sight Phrase and Formal Phrase are informatically equivalent.  
 Formal Phrase consists of one or more Words.  
 Word consists of one or more Letters.  
 Initial Letter is a Letter.  
 Initial Letter can be capitalized or non-capitalized.  
 Thing and Value exhibit capitalized Letter.  
 State and Tag exhibit non-capitalized Letter.  
 Formal Phrase can be non-reserved or reserved.  
 Sight Phrase exhibits Shape.  
 Shape can be open or closed.  
 Entity and Connector are OPM Phrases.  
 Closed Shape visually identifies Entity.  
 Non-reserved Formal Phrase textually identifies Entity.  
 Open Shape visually identifies Connector.

FIG. 22

Reserved Formal Phrase textually identifies Connector.  
 Closed Shape contains non-reserved Formal Phrase.  
 Thing and Value are Entities.  
 Scaling affects Thing.  
 Structural Link and Procedural Link are Connectors.  
 Transformation Link and Enabling Link are Procedural Links.  
 Connector exhibits Source and Destination.  
 Agent Link and Instrument Link are Enabling Links.  
 Effect Link, Input Link, Output Link, Consumption Link, Result Link, and  
 Invocation Link are Transformation Links.  
 Effect Link consists of Input Link and Output Link.  
 Fundamental Structural Link and Tagged Structural Link are Structural Links.  
 Non-reserved Formal Phrase textually identifies Tagged Structural Link.  
 Aggregation Link, Generalization Link, Exhibition Link, and Classification Link  
 are Fundamental Structural Links.  
 Thing instantiates optional Instances.  
 Thing exhibits optional Features.  
 Feature is a Thing.  
 Thing exhibits Perseverance.  
 Perseverance is a Feature.  
 Perseverance can be static or dynamic.  
 Object is a Thing, the Perseverance of which is static.  
 Process is a Thing, the Perseverance of which is dynamic.  
 Ellipse, Rectangle, and Rountangle are closed Shapes.  
 Rectangle visually identifies Object.  
 Ellipse visually identifies Process.  
 Attribute and Operation are Features.  
 Attribute is an Object.  
 Operation is a Process.  
 Attribute instantiates Value.  
 Rountangle visually identifies Value.  
 Status is an Attribute.  
 State instantiates Status.  
 State is a Value.  
 Changing affects Object.  
 Changing requires Process.  
 Changing consumes Pre Value.  
 Changing yields Post Value.

FIG. 23

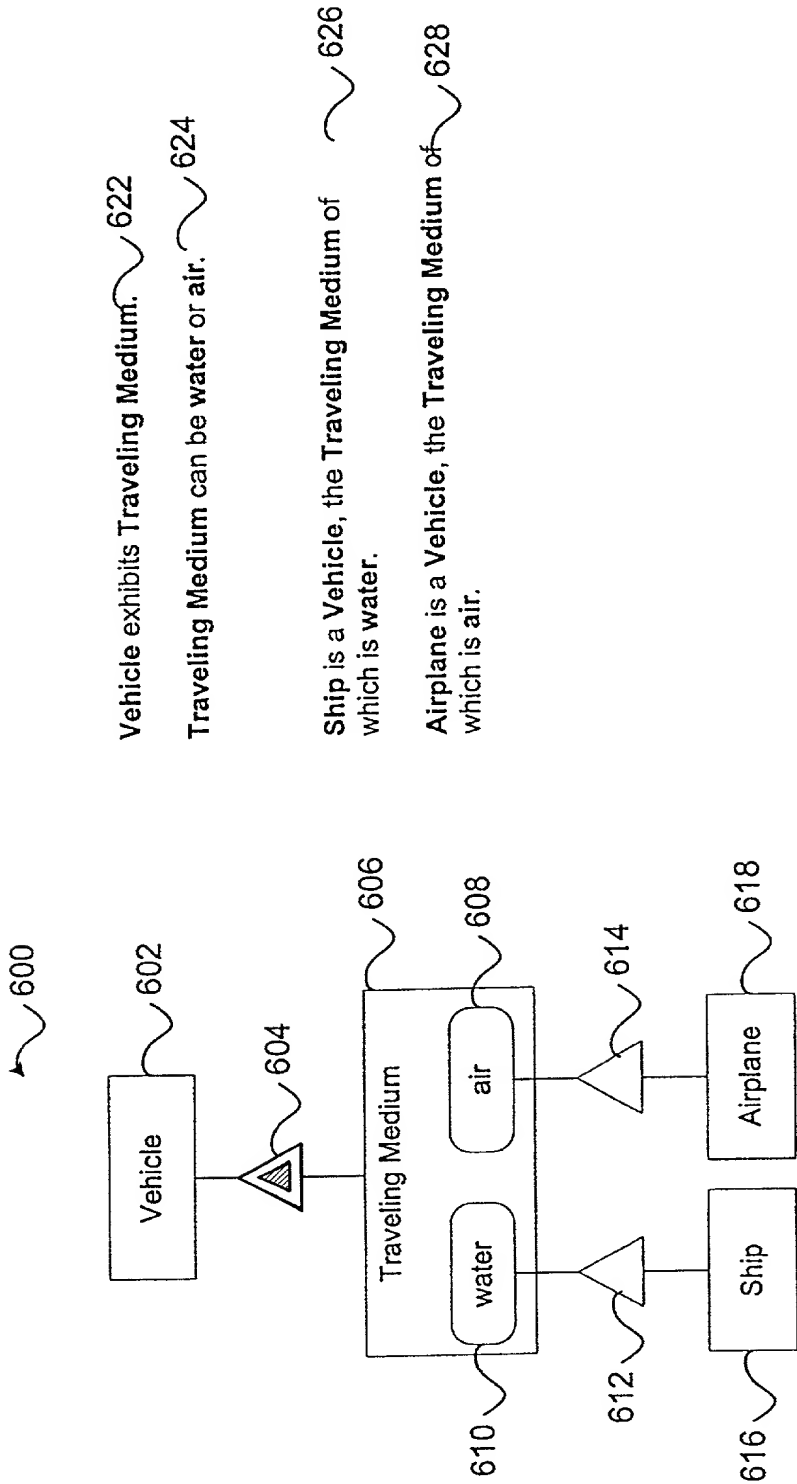


FIG. 24

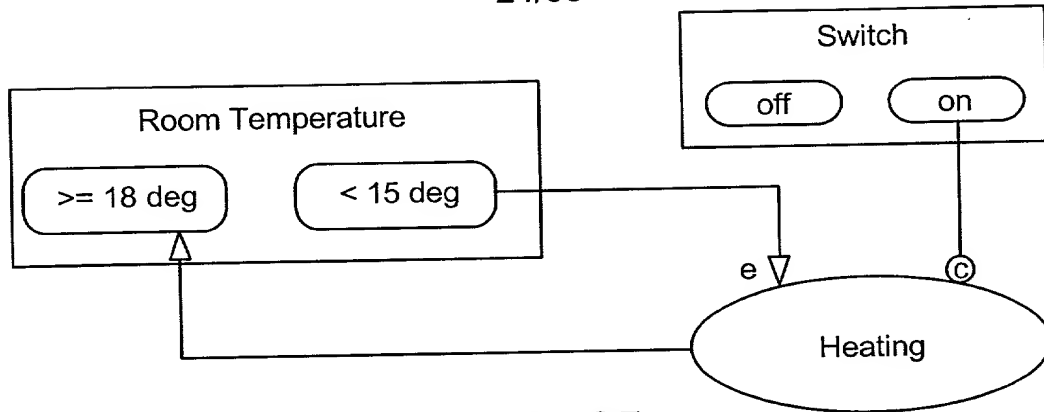


FIG. 25

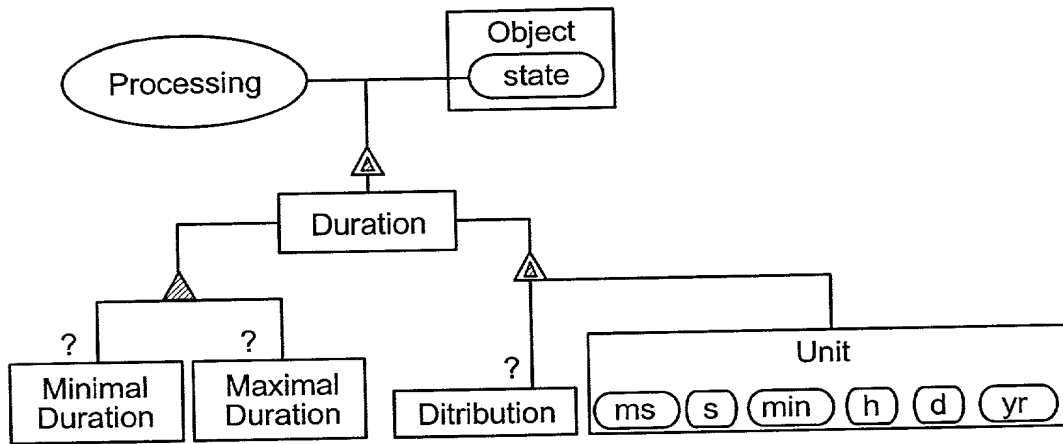


FIG. 26

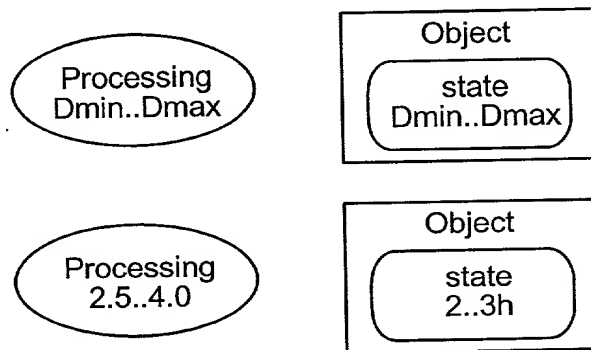


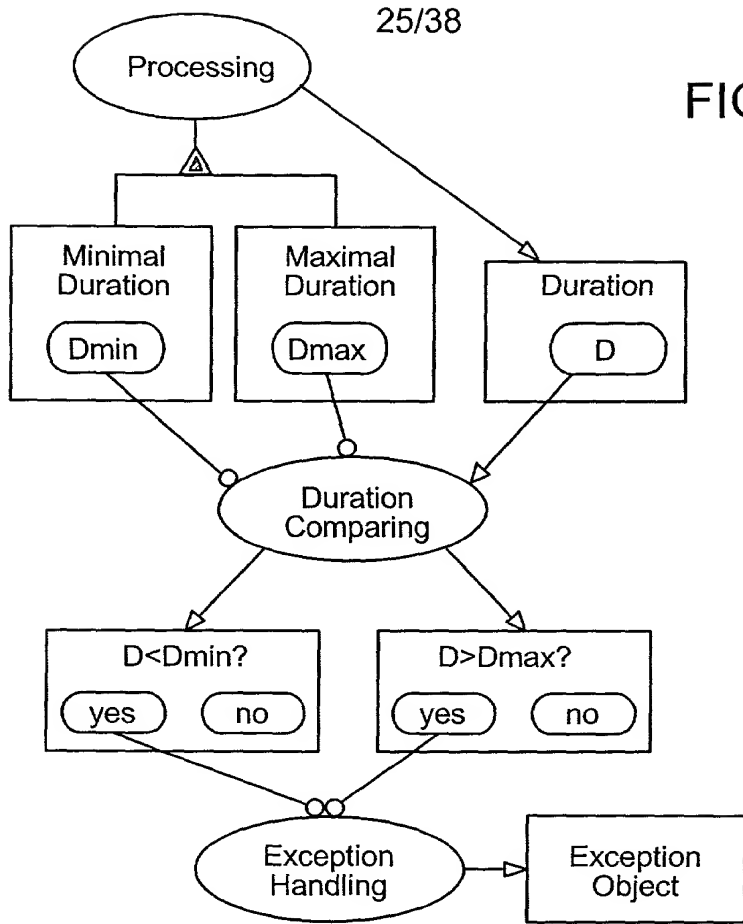
FIG. 27



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FIG. 28



**Processing** exhibits **Minimal Duration** with value **Dmin**, and **Minimal Duration**, with value **Dmax**.

**Processing** yields **Duration** with value **D**.

**Duration Comparing** requires **Dmin** and **Dmax**.

**Duration Comparing** consumes **D**.

**Duration Comparing** determines whether **D** is less than **Dmin**.

**Duration Comparing** determines whether **D** is more than **Dmax**.

**Exception Handling** occurs if either **D** is more than **Dmax** or **D** is less than **Dmin**.

**Exception Handling** yields **Exception Object**.

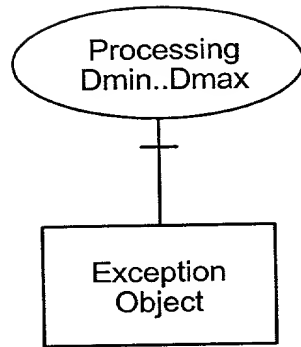


FIG. 29A

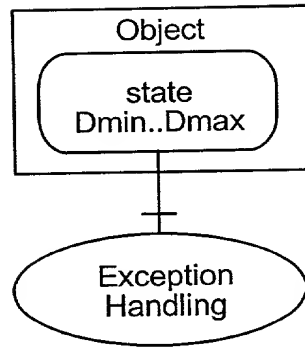


FIG. 29B

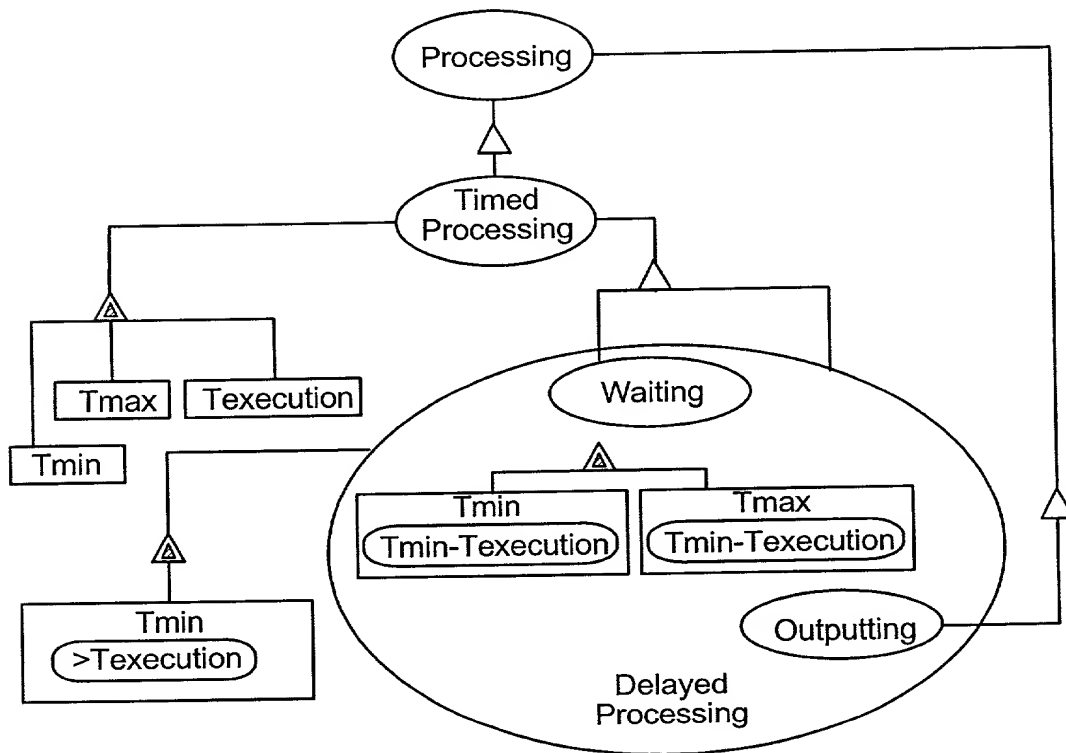
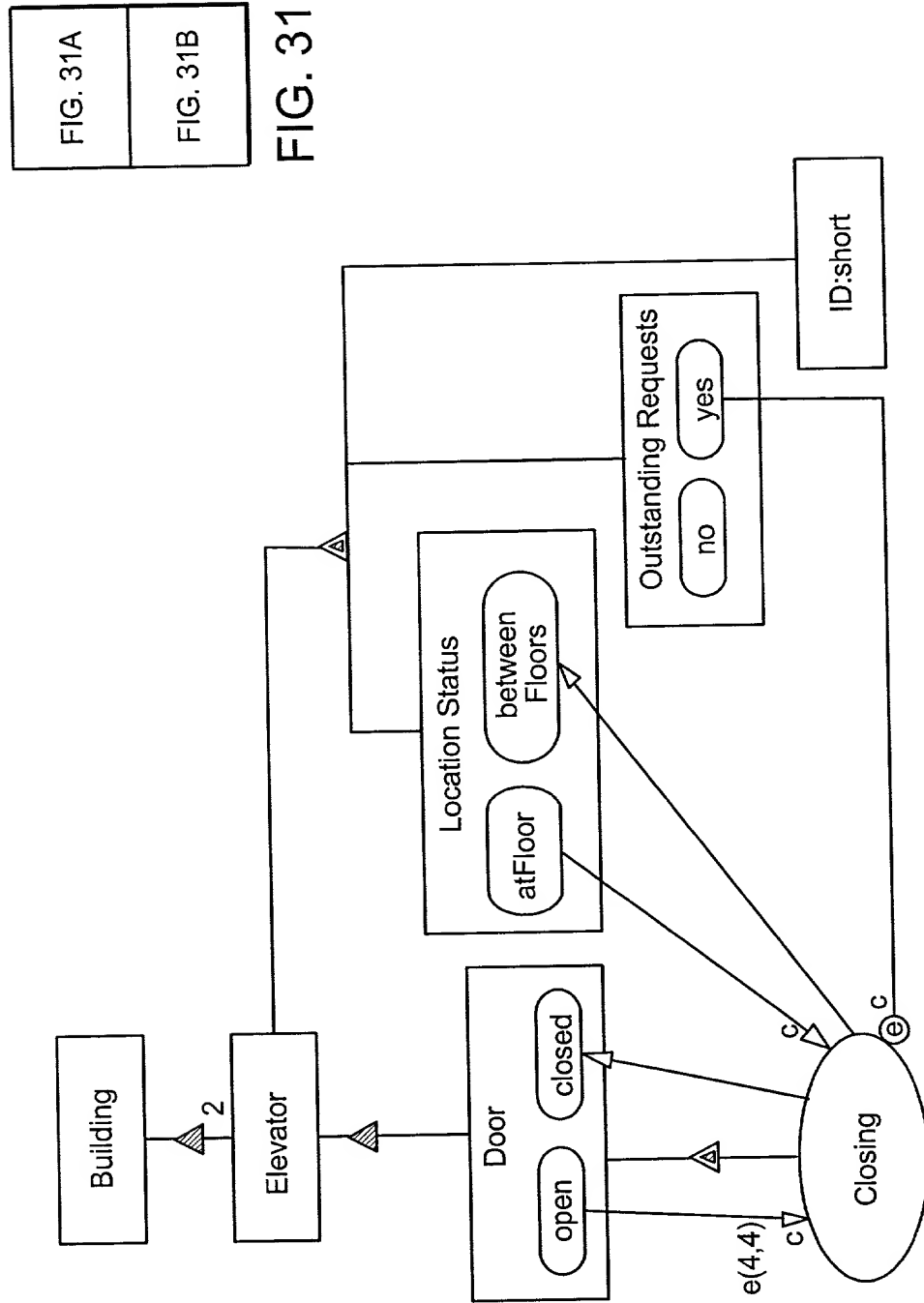


FIG. 30

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Object Building consists of 2 Elevators.  
 Object Elevator features ID, OutstandingRequests and LocationStatus.  
     Object[simple] ID:short [key].  
     Object OutstandingRequests has states no and yes.  
     Object LocationStatus has states atFloor and betweenFloors.  
 Elevator consists of Door.  
     Object Door has states open and closed.  
         Door features process Closing.

Event Door\_open [state-entrance] of Door of Elevator [ID in {1 to 2}] of Building triggers  
 Closing of Door of Elevator[ID] of Building with a reaction time of (4,4).

Process Closing is guarded by "Door is open",  
     "OutstandingRequests of Elevator is yes" and  
     "LocationStatus of Elevator is atFloor".  
 Closing affects Door of Elevator from open to closed and  
     LocationStatus of Elevator from atFloor to betweenFloors.

FIG. 31B

```

1 class Building : public Object {
2 private:
3   class Elevator : public Object {
4   private:
5     Building *f;
6     short ID;
7   public:
8     short get_ID(void);
9     void set_ID(short t);
10  private:
11    class Door : public Object {
12    private:
13      Elevator *f;
14      State* closed;    // same for State open: ...
15    public:
16      void set_closed(BOOLEAN enter, short Invoker);
17      void enter_closed(short Invoker);
18      void enter_closed(void);
19      enum door get_Door(void);
20      friend Elevator;
21    private:
22      class Closing : public Process {
23      private:
24        Door *f;
25        void Execute(short Invoker, short Triggering_Event);
26      public:
27        Closing(void);
28        BOOLEAN Trigger(short Invoker, short
29          Triggering_event);
30        friend Door;
31      };
32    public:
33      Closing the_Closing;
34      friend Closing;
35      Door(void);
36    };
37  public:
38    Door the_Door;
39    Elevator(void);
40  };
41  public:
42    Elevator the_Elevator[2];
43    Building(void);
44  };
45  extern Building the_Building;

```

Elevator features  
simple object ID

Elevator  
consists of Door

Door features  
Process Closing

// LocationStatus and OutstandingRequests are defined in  
// a way similar to Door

FIG. 32

```

BOOLEAN Building::Elevator::Door::Closing::Trigger(short Invoker, short
Triggering_event)
{
    BOOLEAN result = TRUE;

    if (f->get_Door()==OPEN)
        result = TRUE; // if the Elevator Door is OPEN then
                        // proceed to check if there are
                        // OutstandingRequests for the Elevator
    else
        result = FALSE;
    if (result == TRUE)
    {
        if
            (f->f->the_OutstandingRequests.get_OutstandingRequests()==YES)
            result = TRUE; // if there are OutstandingRequests then
                        // proceed to check if Elevator is ATFLOOR
        else
            result = FALSE;
    }
    if (result == TRUE)
    {
        if (f->f->the_LocationStatus.get_LocationStatus()==ATFLOOR)
            result = TRUE; // if if Elevator is ATFLOOR then
                        // proceed to open the Elevator Door
        else
            result = FALSE;
    }
    if (result == TRUE)
    {
        Execute(Invoker, Triggering_event); // open the Door
        return TRUE;
    }
    else
        return FALSE;
}

```

FIG. 33

```

void __EventProcessTable::TriggerAllProcesses(Event *e)
{
    Process *process_ptr;

    switch(e->get_id()) // get id of triggering_Event
        // (e.g., door_open)
    {
        case dooropen: switch (e->get_trig_obj()){
                        // get id of triggering object
                        case elevator1:
                            process_ptr =
                                &the_Building.the_Elevator[0].the_Door.the_Closing;
                            break;
                        case elevator2:
                            process_ptr =
                                &the_Building.the_Elevator[1].the_Door.the_Closing;
                            break;
                    }
                TryToTrigger(e,process_ptr, 0,4,0,0,0,4,0,0,
                    e->get_trig_obj(), e->get_id());
                break;
        }
    }
}

```

FIG. 34

```
void Building::Elevator::Door::Closing::Execute(short Invoker,
short Triggering_event)
{
    Process::Execute(Invoker, Triggering_Event);
    f->f->the_Door.enter_closed(Invoker);
    f->f->the_LocationStatus.enter_betweenFloors();
}
```

FIG. 35



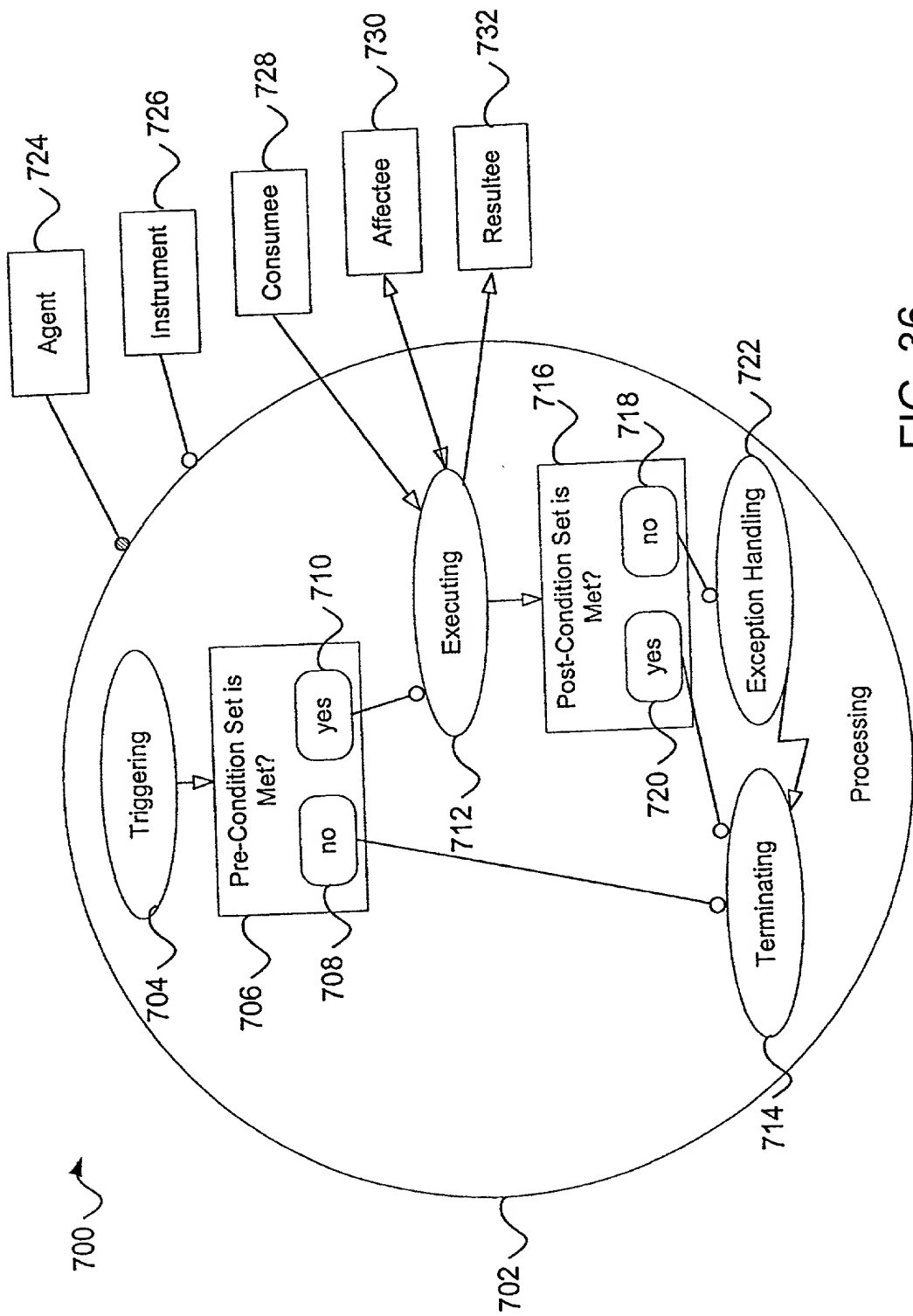


FIG. 36

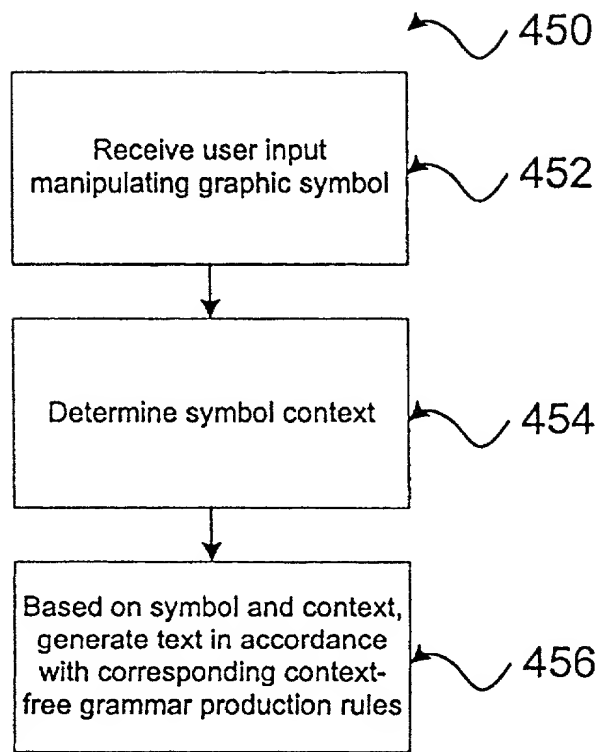
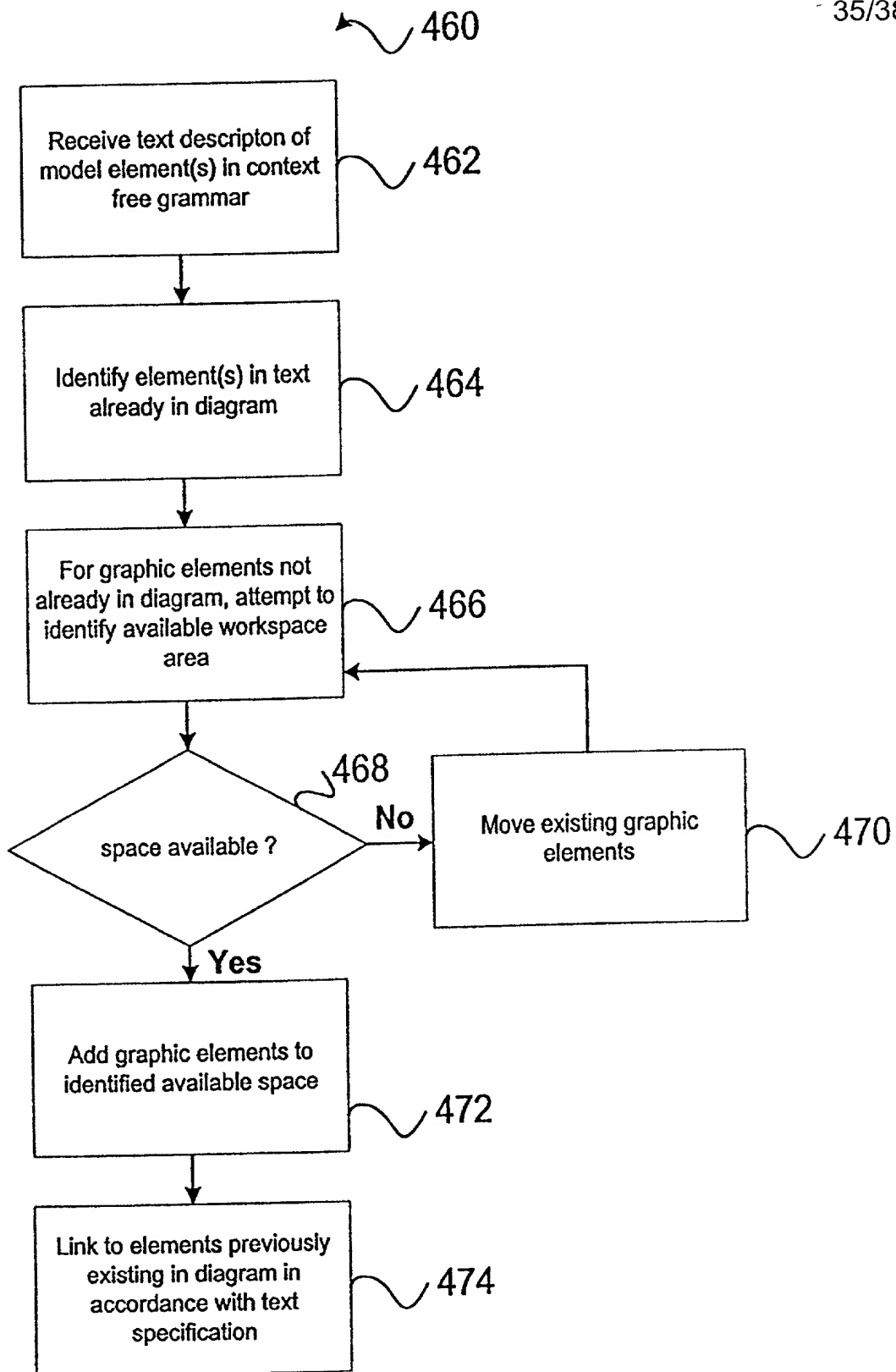


FIG. 37



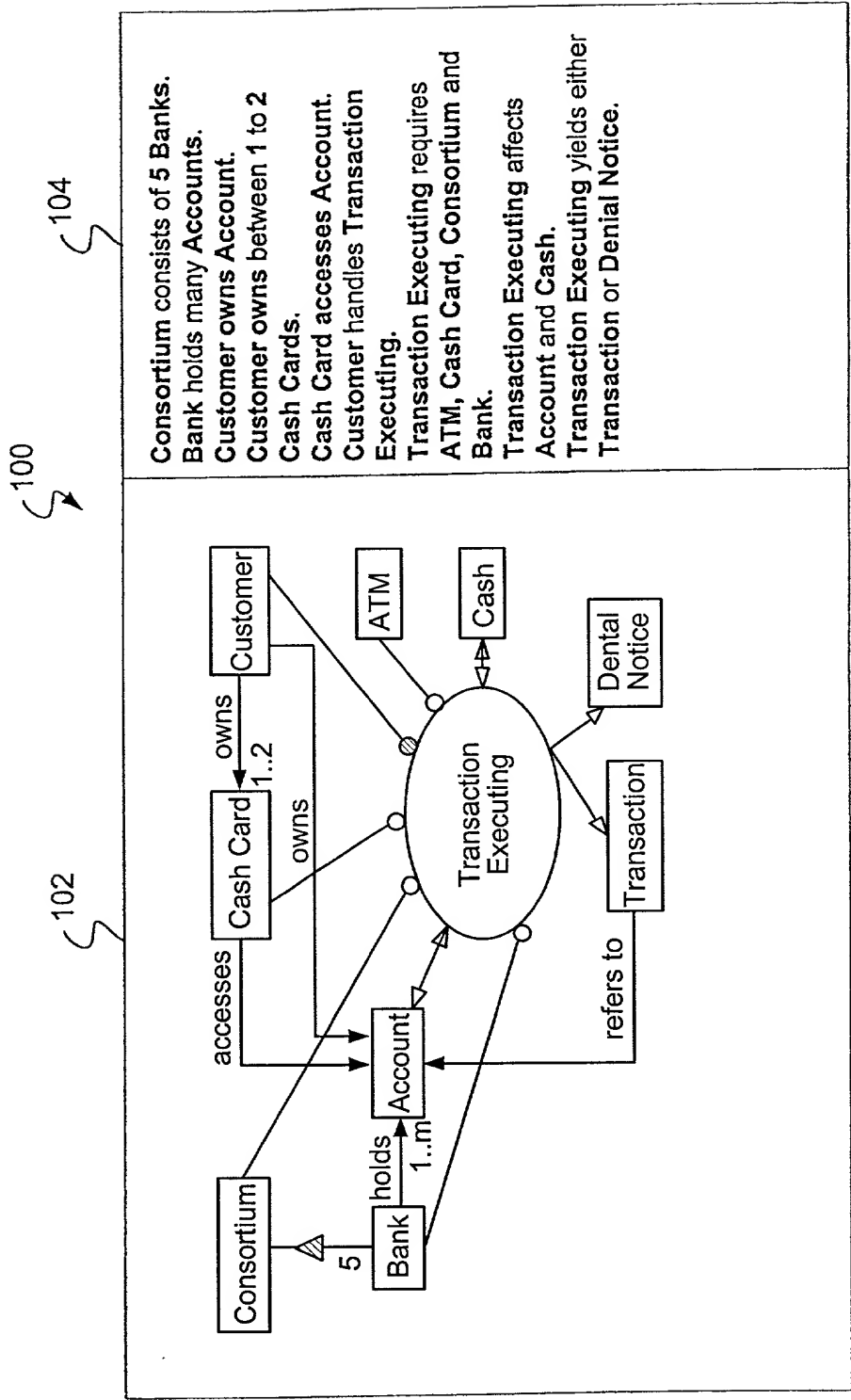


FIG. 39

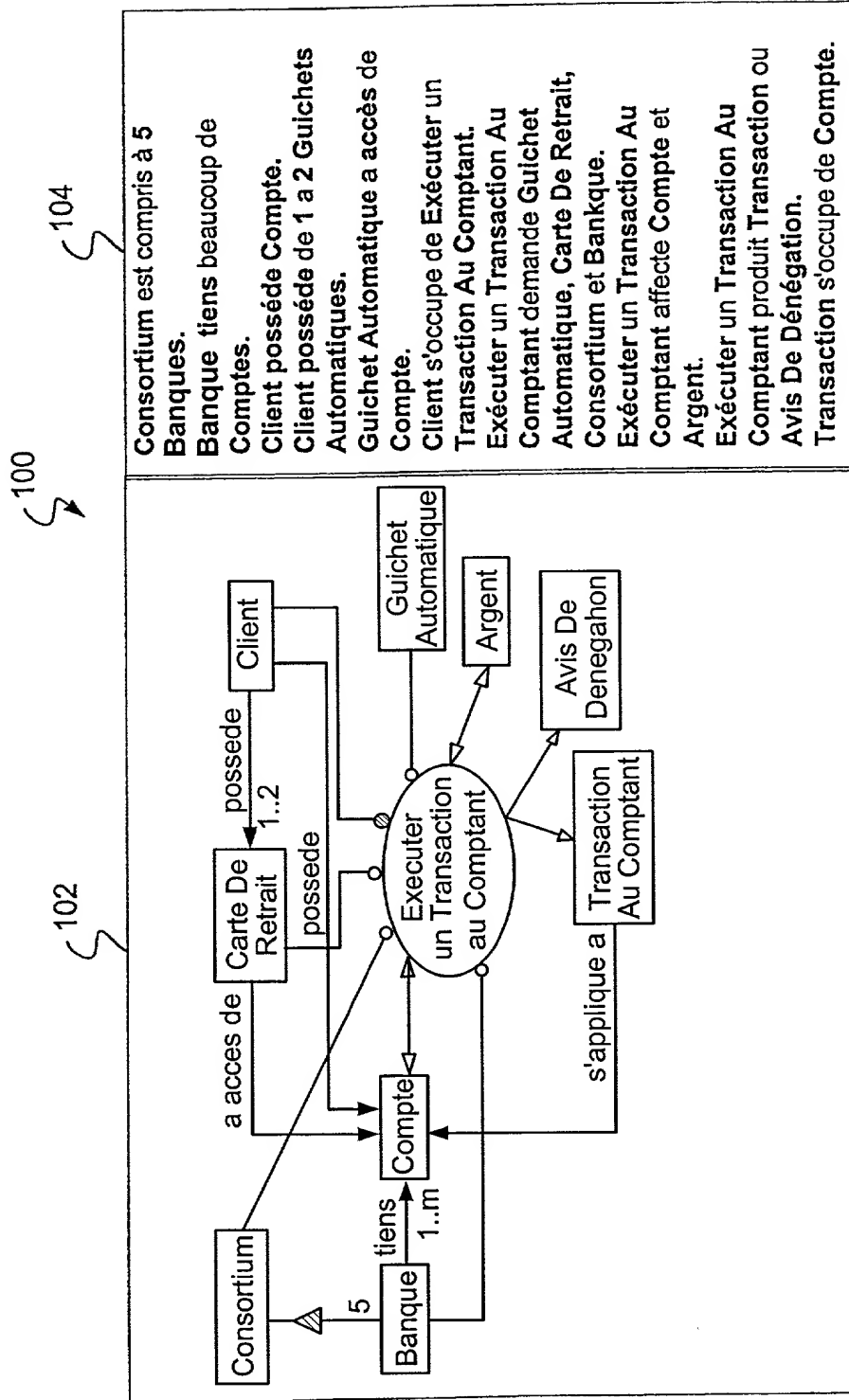


FIG. 40

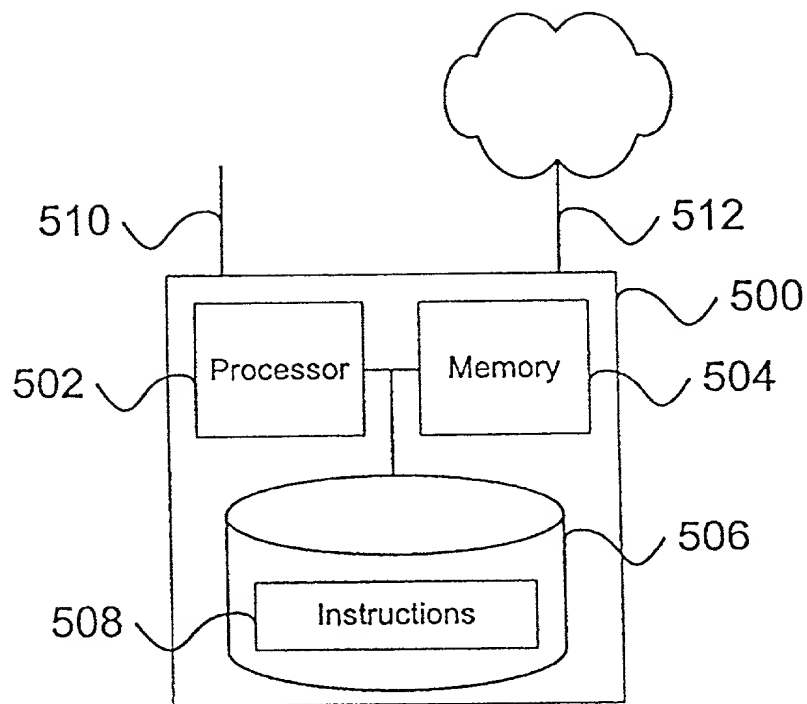


FIG. 41